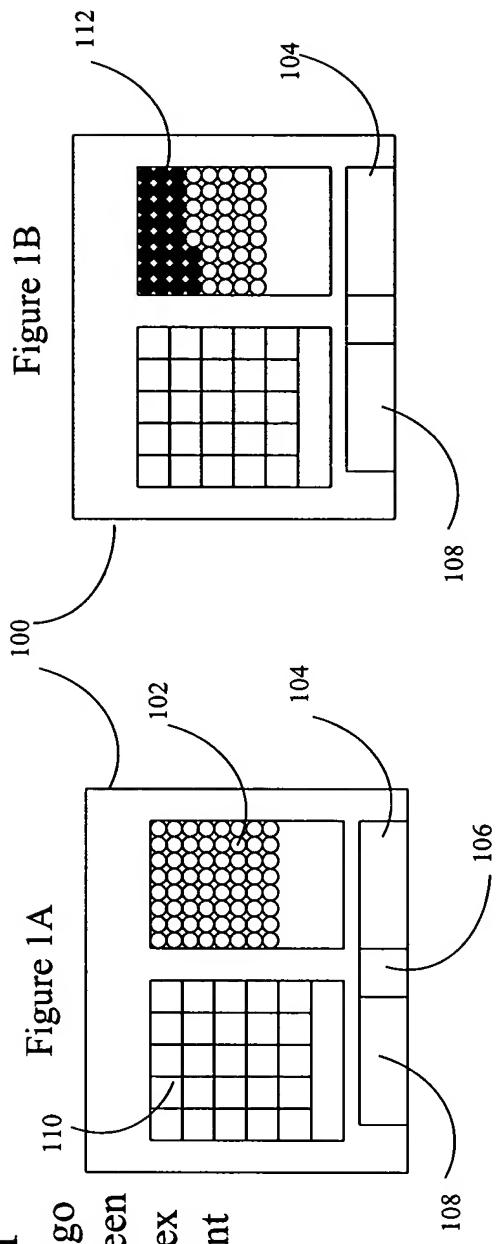
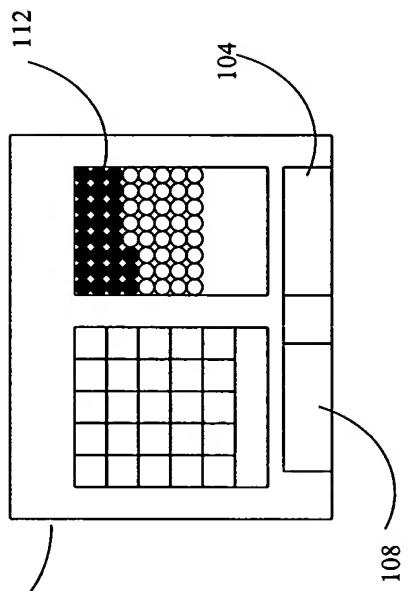


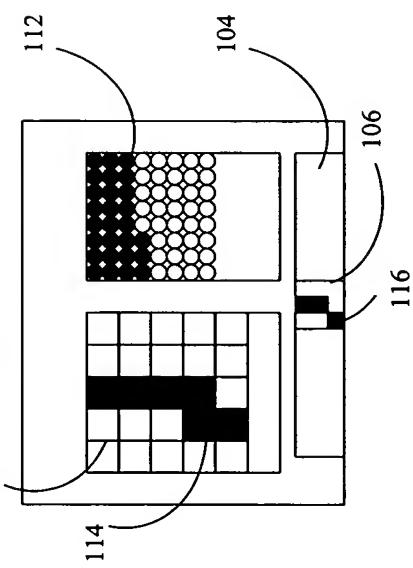
**Figure 1**  
Example Bingo  
Terminal Screen  
With Complex  
Entertainment



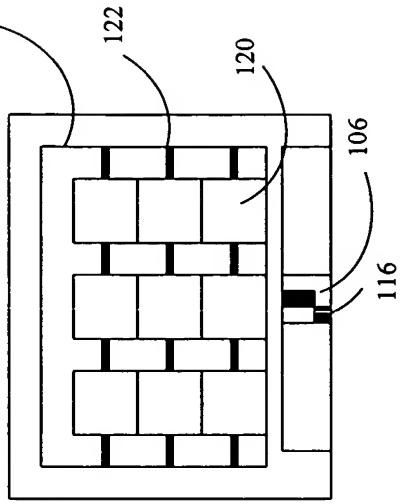
**Figure 1B**



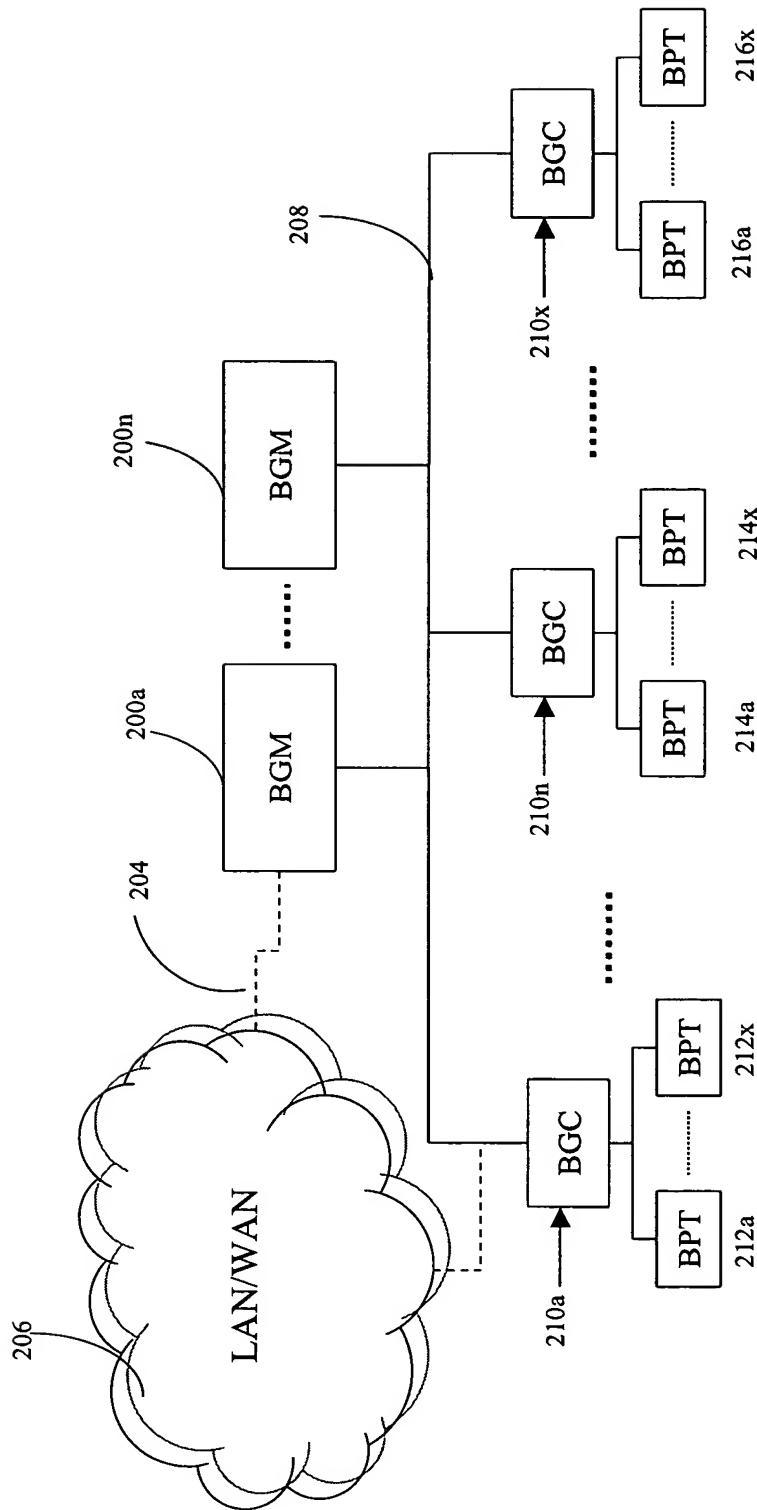
**Figure 1C**



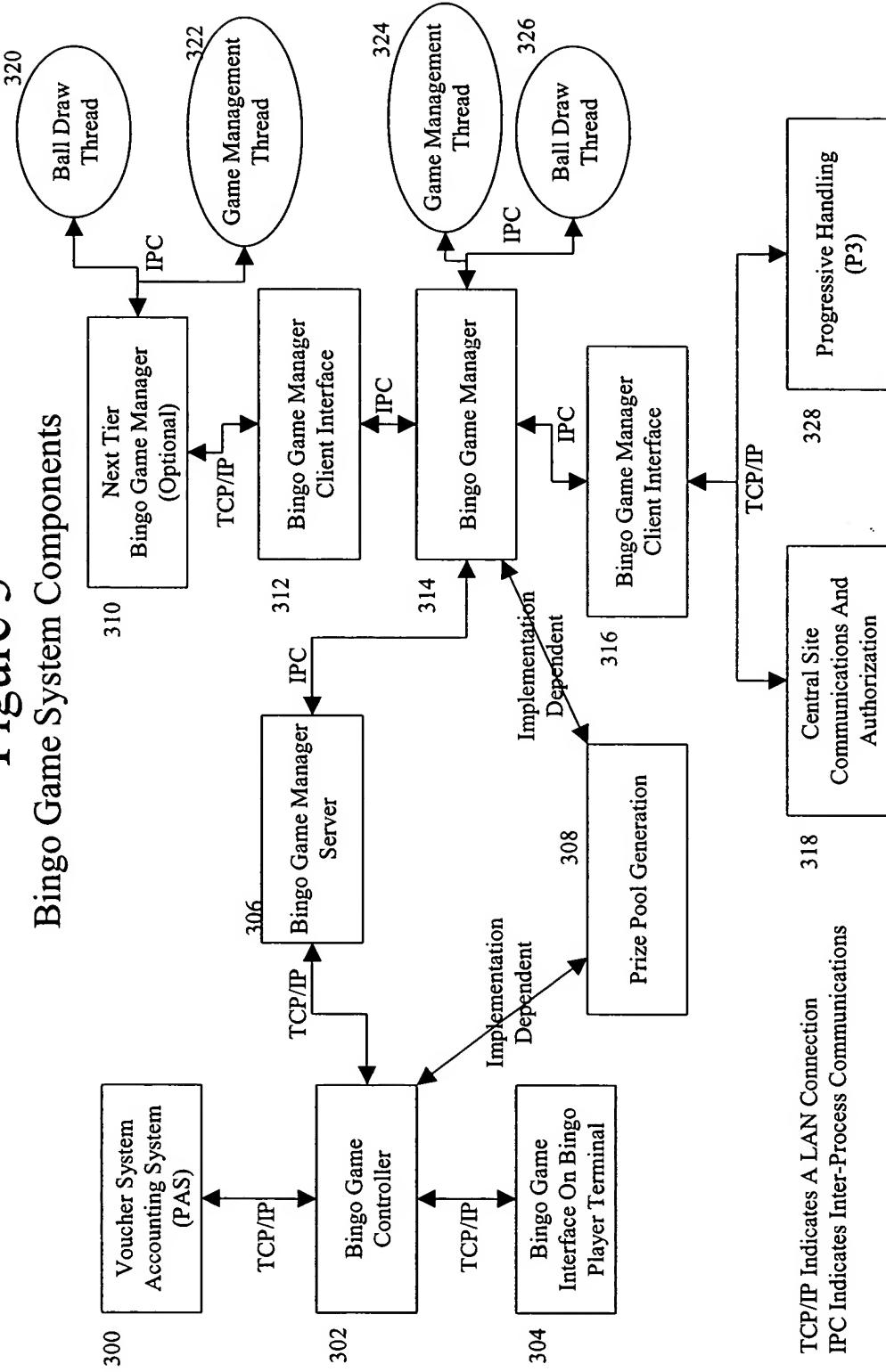
**Figure 1D**



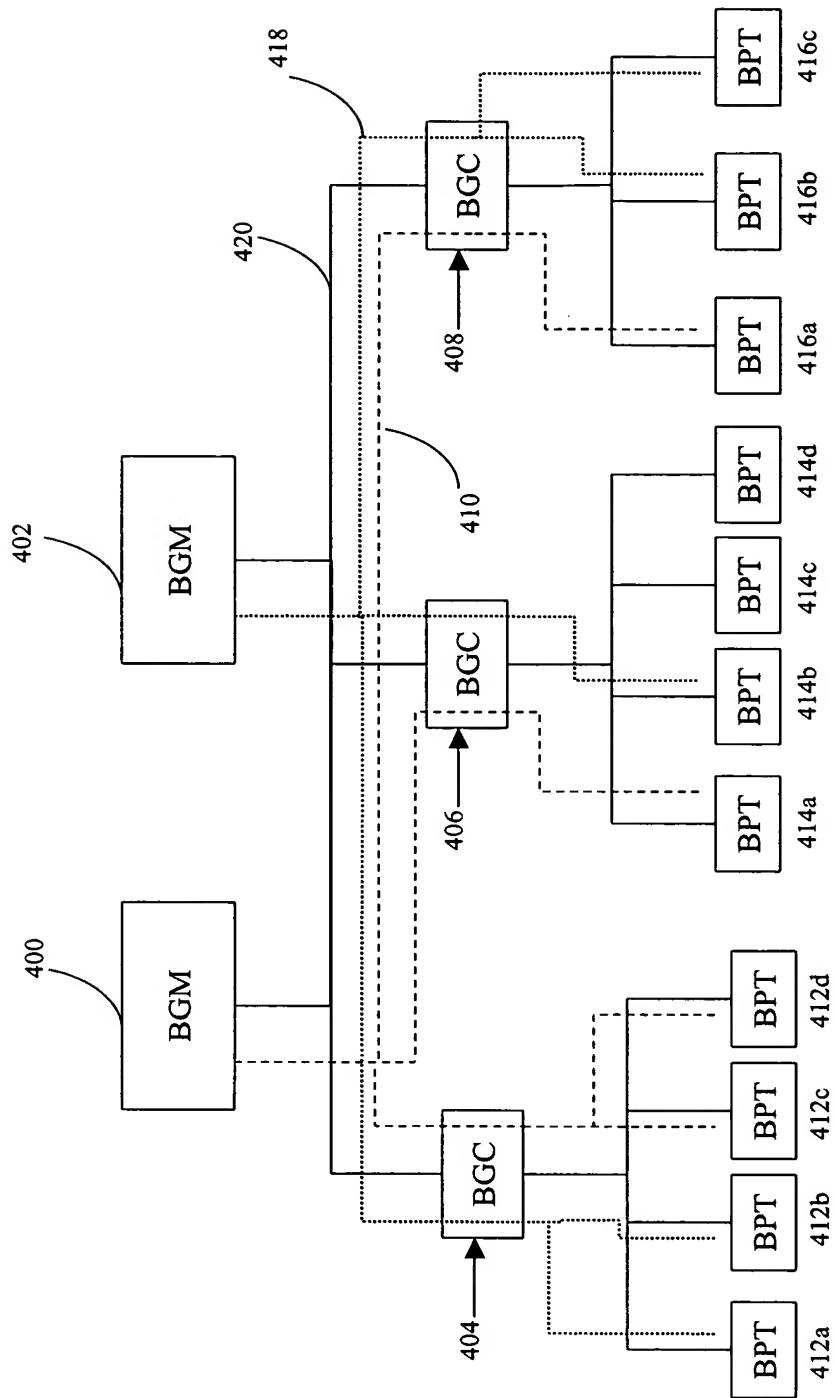
**FIGURE 2**  
Bingo Game System Enabling A Plurality Of Parallel Sessions And Multiple Games Within Each Session



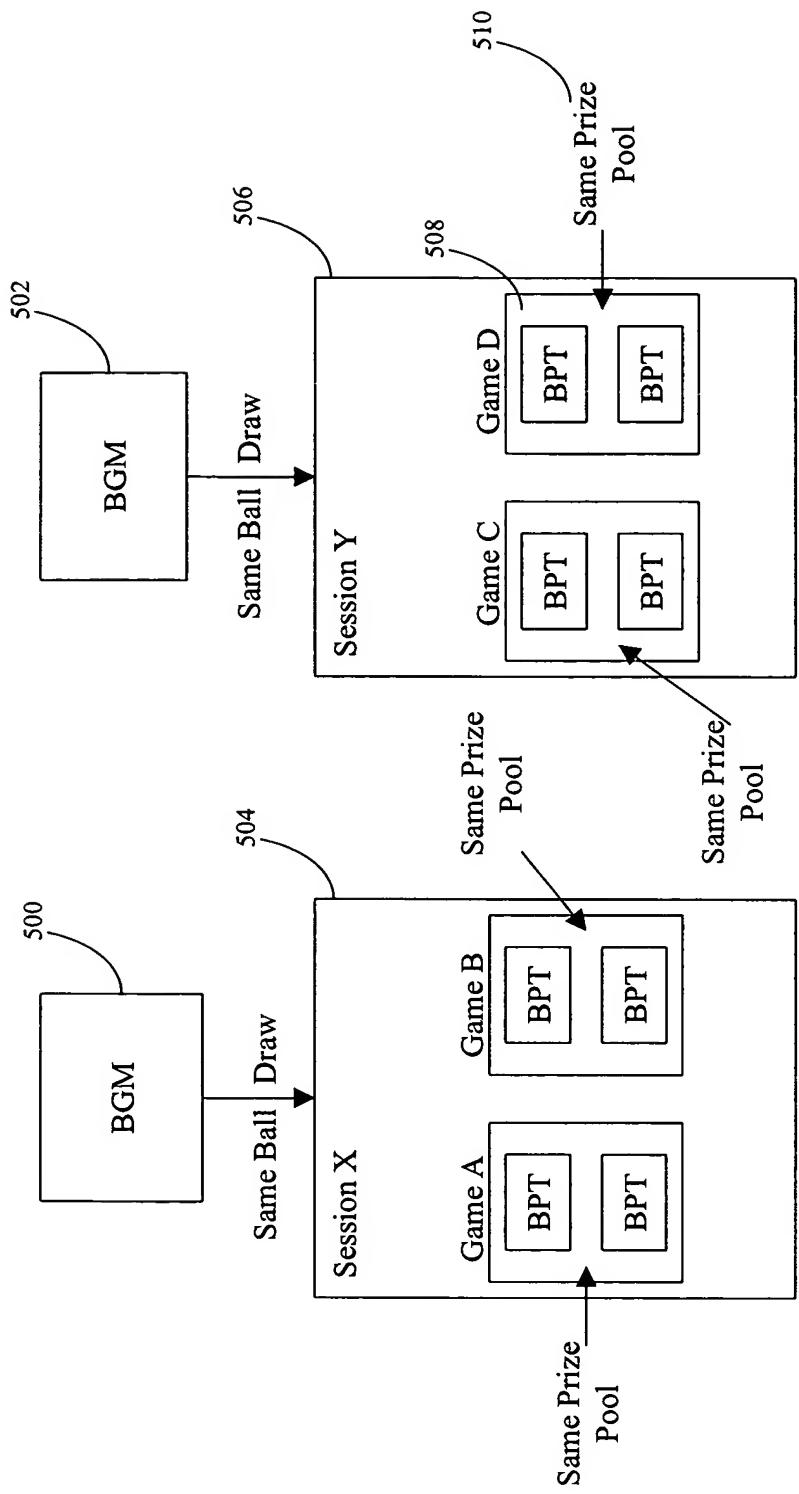
**Figure 3**  
**Bingo Game System Components**



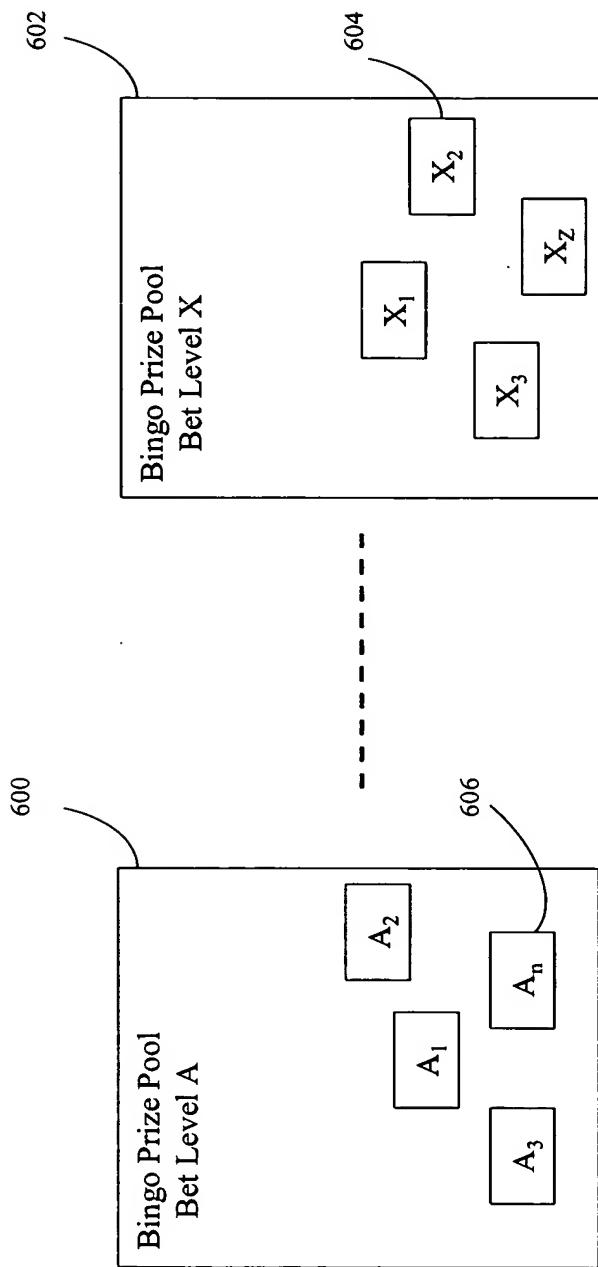
**FIGURE 4**  
 Bingo Game System Running A Plurality Of Parallel Sessions And Multiple Games Within Each Session



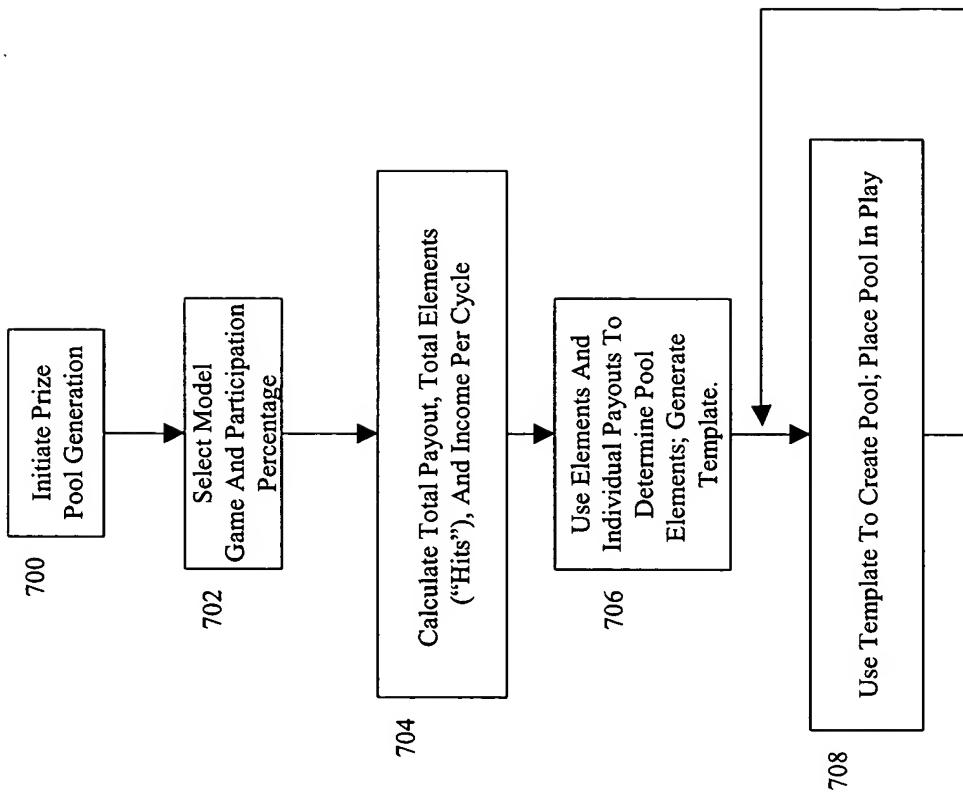
**Figure 5**  
 Logical Relationships Between Bingo Game Managers, Games,  
 And Sessions From Previous Figure



**Figure 6**  
Bingo Prize Pool Construction



**Figure 7**  
Prize Pool  
Generation



## Figure 8

Example Tables From A 32 Stop/Reel, 3 Reel, Evenly Weighted,  
Single Payline Slot Machine

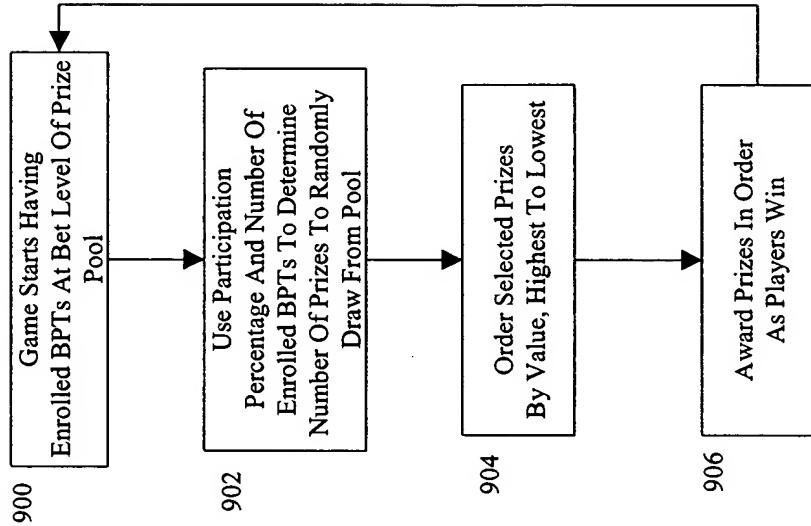
Combination	Reel 1	Reel 2	Reel 3	Total Hits	Pay	Total Pay
⊗ ⊗ ⊗	2	2	2	8	1200	9600
3Bar 3Bar 3Bar	3	3	3	27	90	2430
2Bar 2Bar 2Bar	4	4	4	64	60	3840
Bar Bar Bar	6	6	6	216	30	6480
Face Face Face	1	1	1	1	15	15
Any Any Face	26	26	1	676	2	1352
Any Face Any	26	1	26	676	2	1352
Face Any Any	1	26	26	676	2	1352
Any Face Face	26	1	1	26	6	156
Face Any Face	1	26	1	26	6	156
Face Face Any	1	1	26	26	6	156
Blank Blank Blank	16	16	16	4096	1	4096
Total				6518		30985

**Table 8A**  
Used To Generate Pool Elements

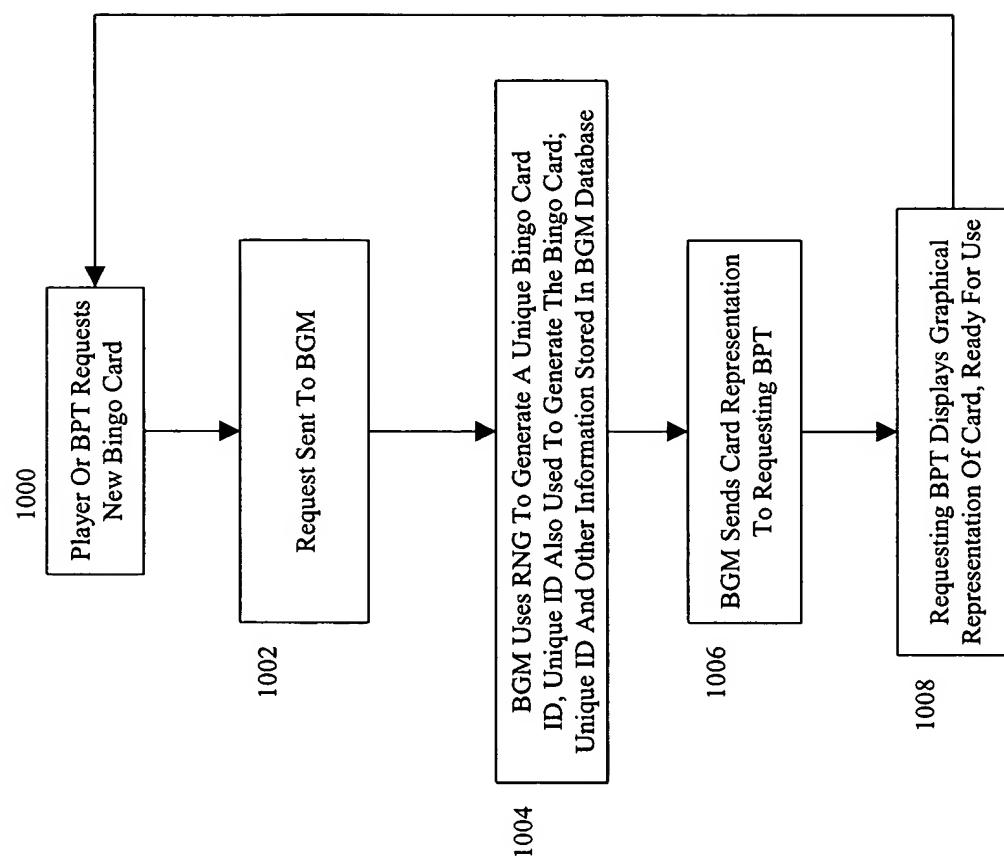
Reel Wins	1 Coin	2 Coin	3 Coin
⊗ ⊗ ⊗	1200	2400	3600
≡ ≡ ≡	90	180	270
====	60	120	180
---	30	60	90
⊗ ⊗ ⊗	15	30	45
Any Two ⊗ ⊗	6	12	18
Any One ⊗	2	4	6
Three Blanks	1	2	4

**Table 8B**  
Visible To Players On Slot Machine

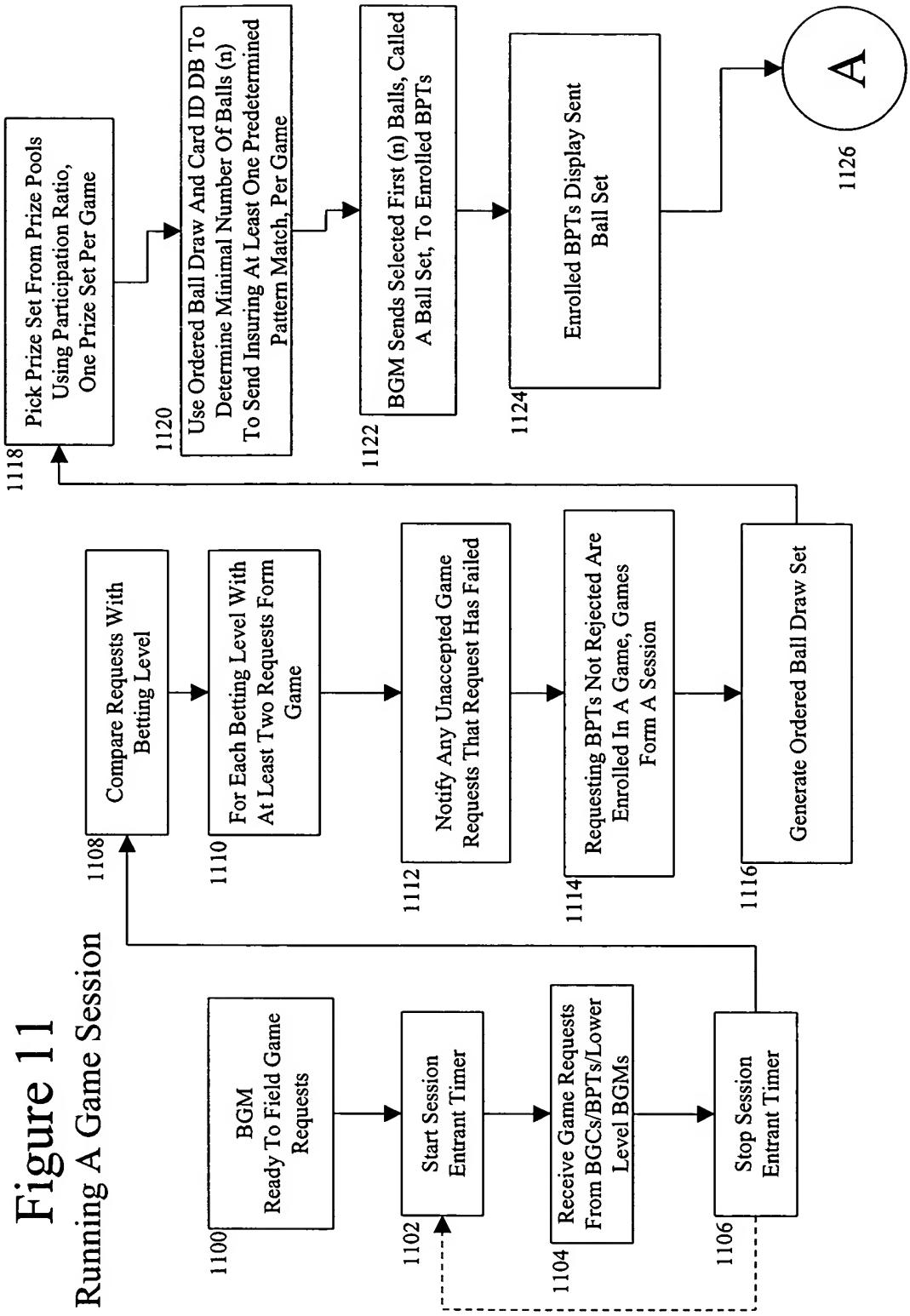
**Figure 9**  
Using Bingo  
Prize Pools



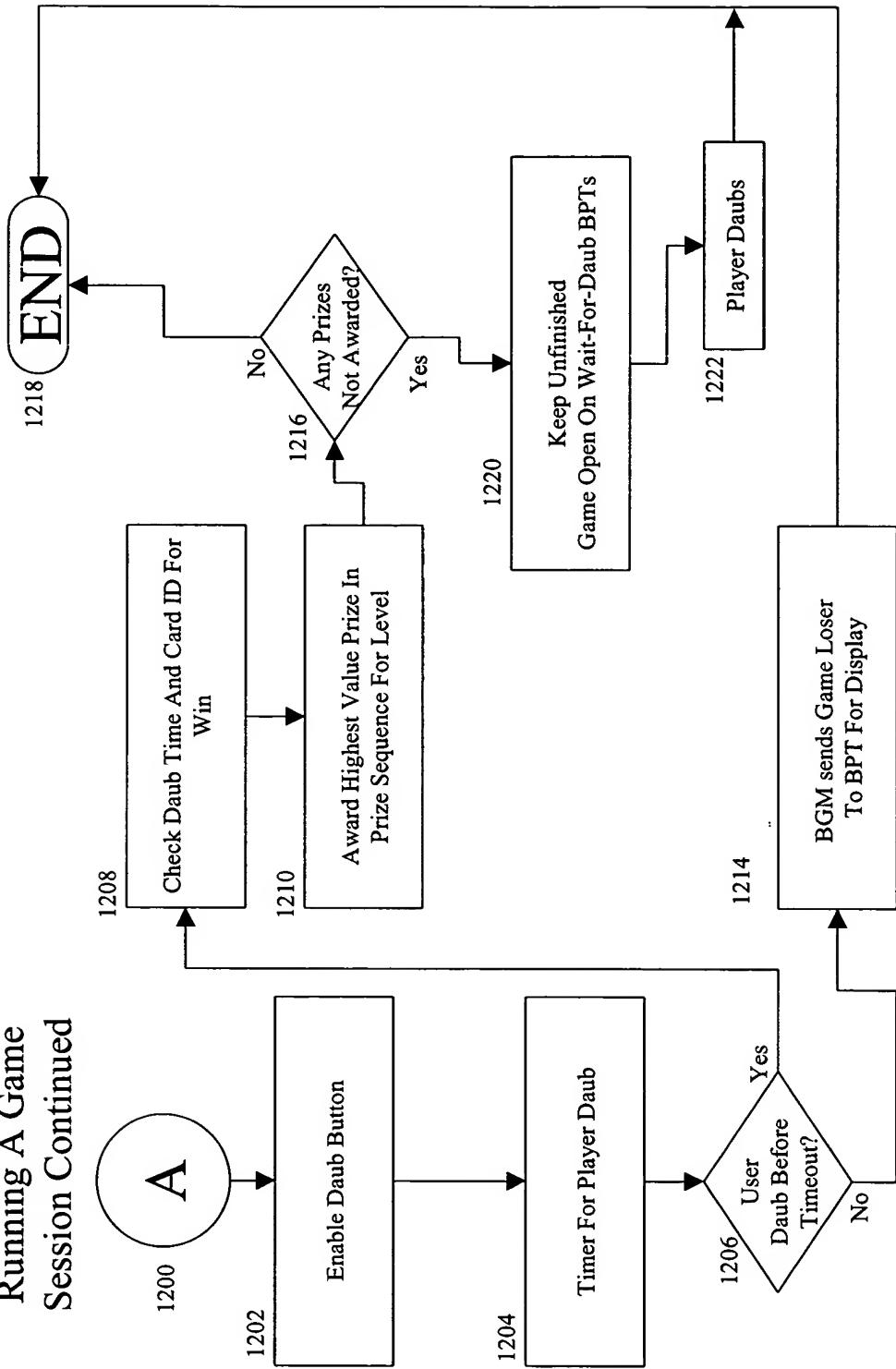
**Figure 10**  
**Bingo Card**  
**Generation**



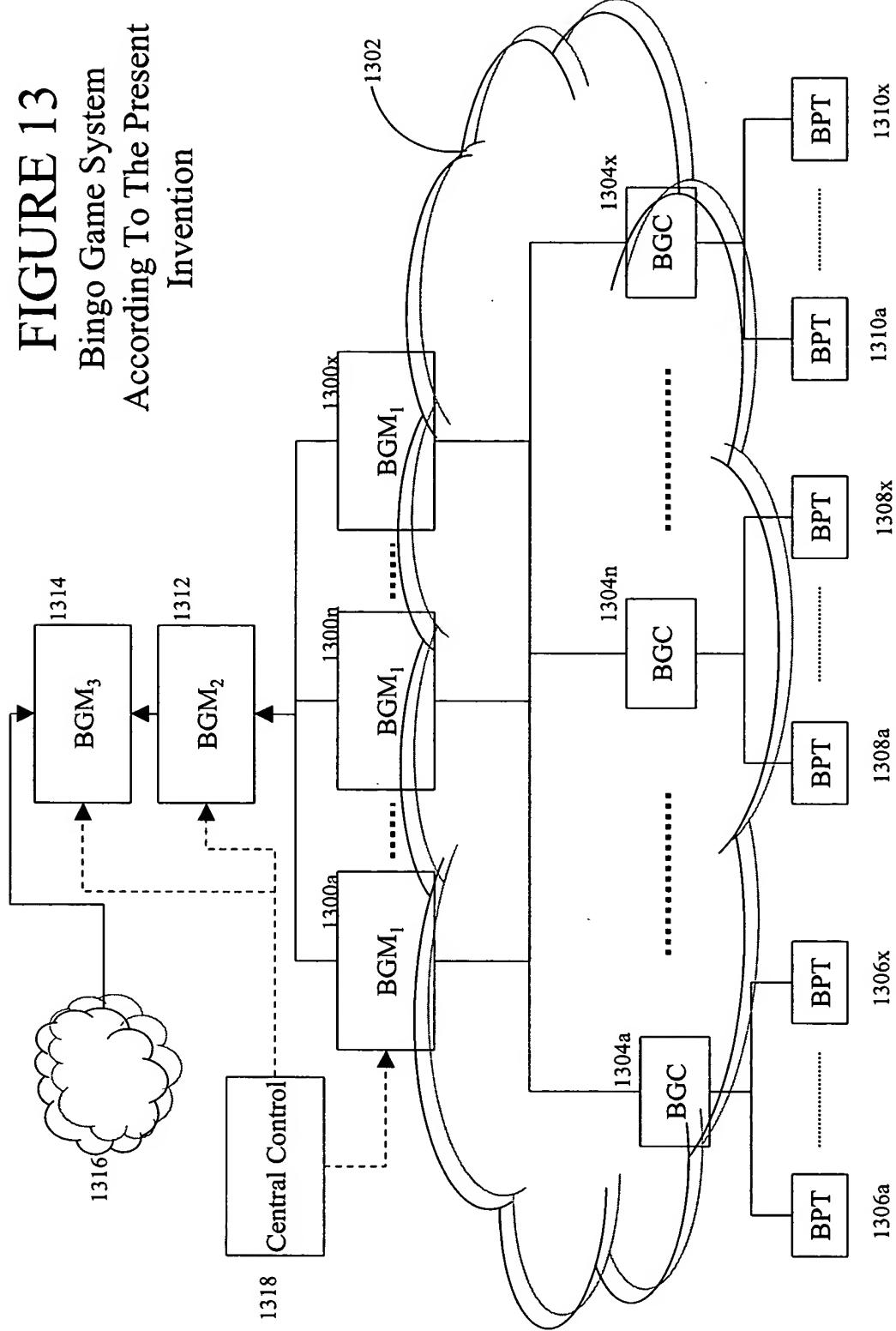
**Figure 11**  
Running A Game Session



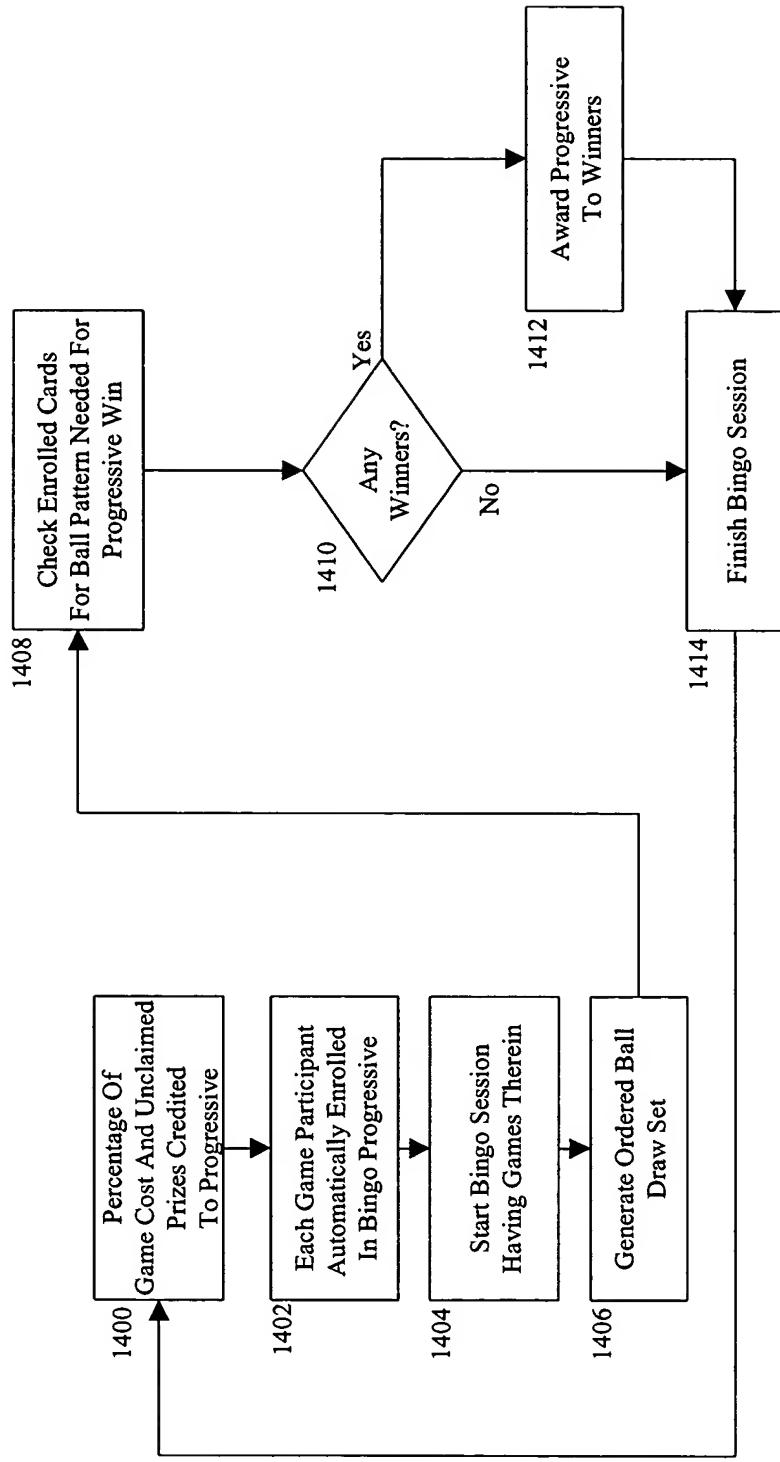
**Figure 12**  
Running A Game  
Session Continued



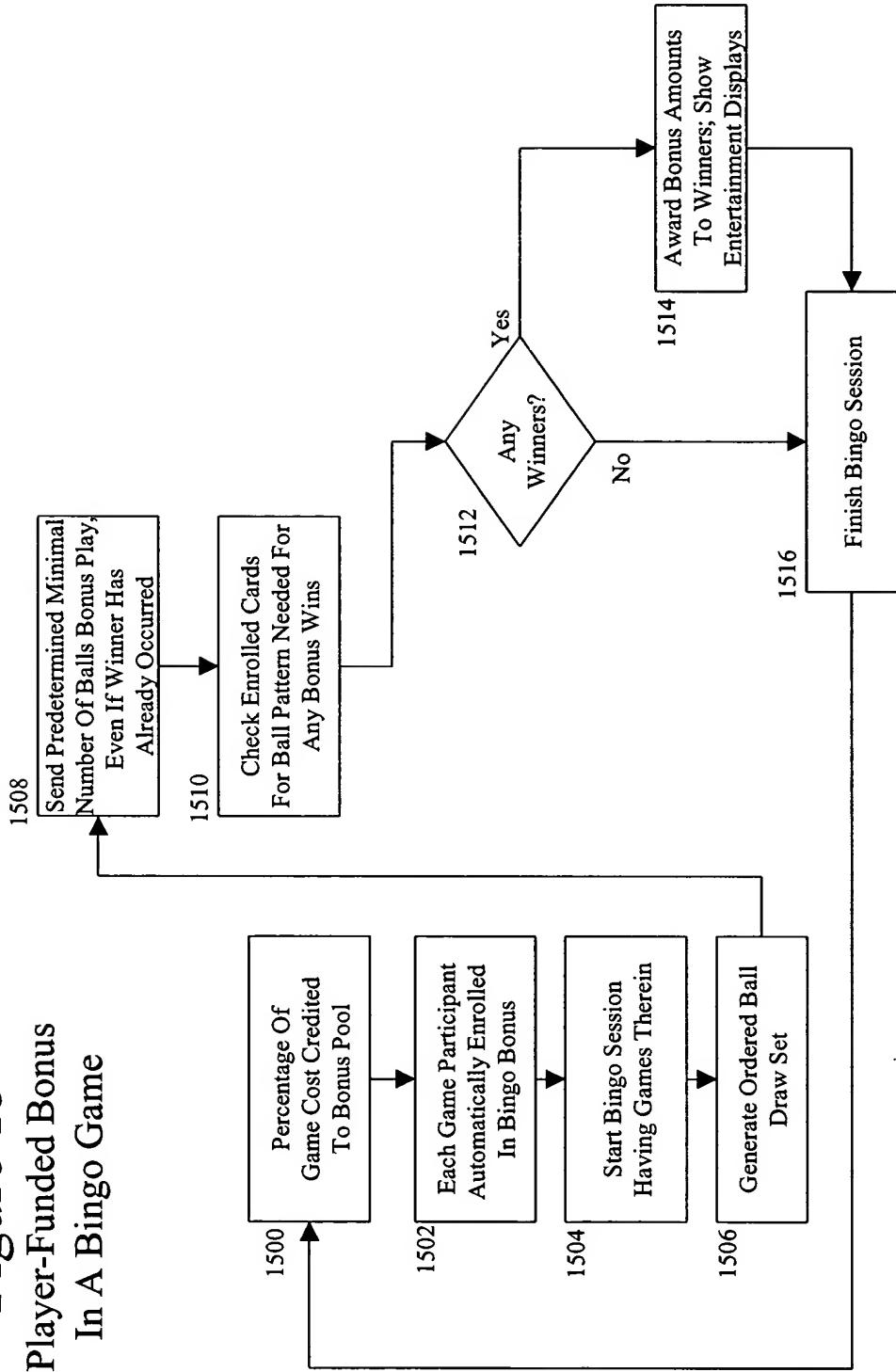
**FIGURE 13**  
**Bingo Game System**  
**According To The Present**  
**Invention**



**Figure 14**  
Player-Funded Progressive  
Bingo Game

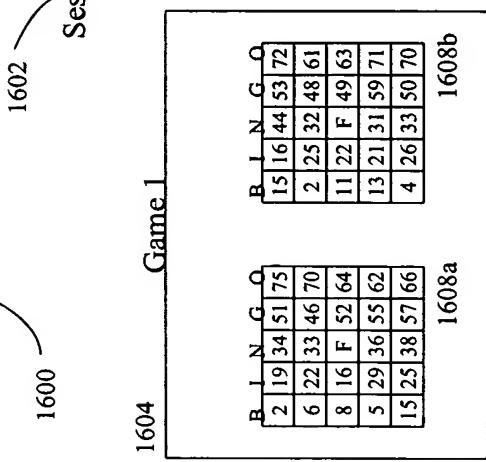
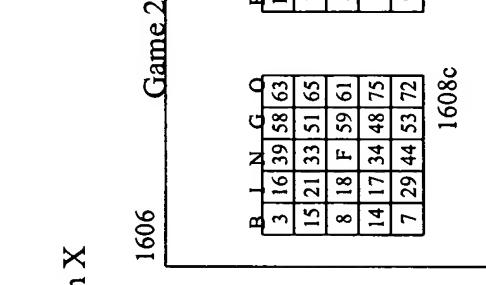
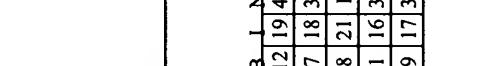
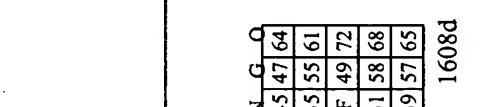
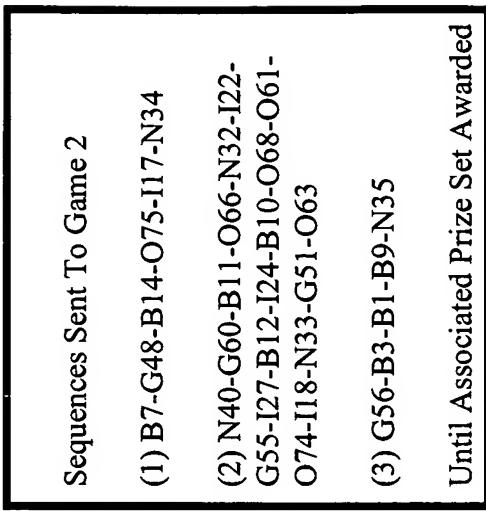
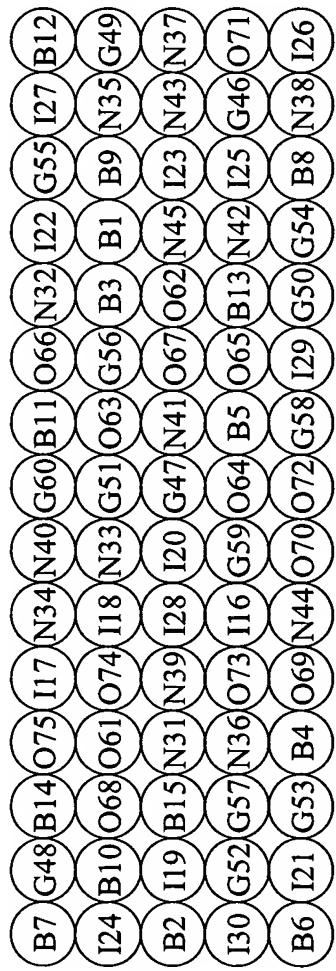


**Figure 15**  
**Player-Funded Bonus  
 In A Bingo Game**



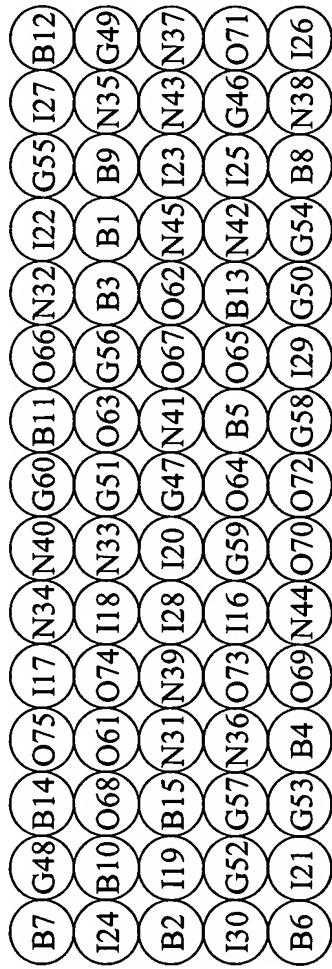
# Figure 16

Relationship Between A Bingo Session Ball Draw And  
Ball Sequences Sent To Individual BPTs



# Figure 17

Relationship Between A Bingo Session Ball Draw And  
Ball Sequences Sent To Individual BPTs



Sequences Sent To Game 1

(1) B7-G48-B14-O75-I17-N34-N40-G60-B11-O66-N32-I22-G55-I27-B12-I24-B10-O68-O61-O74-I18-N33-G51-O63-G56-B3-B1-B9-N35-G49  
(2) B2  
(3) I19  
Until Associated Prize Set Awarded

1704

Sequences Sent To Game 2

(1) B7-G48-B14-O75-I17-N34  
(2) N40-G60-B11-O66-N32-I22-G55-I27-B12-I24-B10-O68-O61-O74-I18-N33-G51-O63  
(3) G56-B3-B1-B9-N35  
Until Associated Prize Set Awarded

1706

Game 1

B	I	N	G	O
2	19			
6		46	70	
8	16	F	52	64
5	29	36		62
15	25	38	57	

1708a

Game 2

B	I	N	G	O
3	16	39	58	63
15	21	33	51	65
8	18	F	59	61
29	44	53	72	

1708c

Game 1

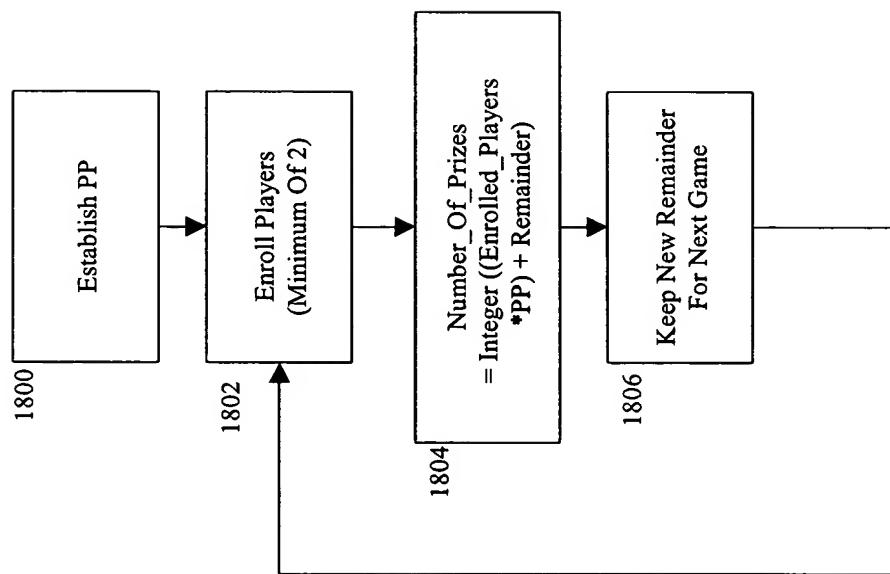
B	I	N	G	O
15	16	44	53	72
2	25			
13	21	31	59	71
4	26		50	70

1708b

B	I	N	G	O
12	19	45	47	64
8	21	F	49	72
1	16	31	58	68
9	39	57	65	

1708d

**Figure 18**  
Determining A Number  
Of Prizes To Award Per  
Game Using A Participation  
Percentage (PP)



**Figure 19**  
**Running A Game Session  
 With Multi-Wager-Level  
 Games**

